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ABSTRACT

Adventure programming is the deliberate use of adventurous experiences to create learning in individuals or groups, often with the goal of improving society or communities. Adventure programming may focus on recreation, education, individual or group development, or therapy, or on a combination of these. This second edition contains 61 chapters by different authors arranged in 10 sections: (1) introduction to adventure programming (types of programming, definitions); (2) historical perspectives (development of adventure education, Kurt Hahn, history of significant outdoor and adventure organizations); (3) foundations (semantics, philosophy, ethics, moral development, heritage context); (4) social psychology of adventure programming (flow experience, adventure experience paradigm, impact on aspects of self-concept); (5) learning in adventure programming (experiential learning, theory practice relationship, stage development theory, teaching by inquiry, sequencing the experience, facilitation skills, processing, transfer of learning); (6) outdoor leadership (competencies, training, certification, leadership for community building); (7) management (program development and administration, risk management, program evaluation, research); (8) adventure settings (wilderness, urban adventure, ropes courses, body awareness); (9) clients (diversity, at-risk youth, higher education, older adults, women, corporate education, disabilities, ecotourism); and (10) extensions of adventure programming (environmental ethic, deep ecology, spirituality, critical theory, future trends). An appendix lists resources (organizations, conferences, periodicals, publishers). (Contains references in each chapter, author profiles, and an index.) (SV)

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